Hamilton Apple Computer Klub

hackette

February, 1990 ❖ Volume 8, No. 6

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SPECIAL INTEREST GROUPS

GS SIG

Hal Cormick, 634-5098
Meets 1st Tuesday of Month
February 6, 1990
Next - March 6, 1990

AppleWorks SIG

Donna Takayesu, 385-0296
Meets 1 Wednesday of the Month
February 7, 1990
Next - March 7, 1990

Beginner's SIG

To be arranged each meeting

Macintosh SIG

Call 385-0296

Game Board

(416) 689-3982

Applefest '89 Video

❖❖❖❖❖

ComputerEyes
Thunderscan

Bring your ProDOS formatted disk
You may have a video picture of yourself scanned into a file
or bring a drawing or photo to be scanned.

❖❖❖❖❖

McMaster University Medical Centre
Room 2J36
Tuesday, February 13, 1990
7:30 p.m. for Conversation & Coffee
8:00 p.m. for Questions & Program

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Just News -

Ted Iler, our faithful Beagle Buddy has received TimeOut UltraMacros, version 3.1 and Telecomm, version 1.1, if anyone needs them to updated.
He has offered to bring his computer with him on Klub nights starting with our March meeting. So if you want any of your Time-Outs updated, bring them (i.e., the orginal disks) with you, and he will do it for you before you go home.
I've had mine updated, and I'm glad to try all the goodies in AppleWorks 3.0.

Congratulations to Mark and Rosy Collis on the arrival of a wee daughter Lauren Elizabeth.

RepairWorks cont'd from page 15

Works, answer questions as to where the program and files are, and the disks begin to whir. You are told how many blocks are in the file, and which one is being recovered. And then its done. The file is made into a text file, and you give it a name which the program appends with .txt. The printer slot is asked, and the directions to make your new file is printed out in complete detail.

From Quality Computers $39.95 US,
National AppleWorks Users Group $25.95 US

-Donna

hackette

Newsletter of the
Hamilton Apple Computer Klub
(HACK)
Editor: Donna Takayesu,
385-0296

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hackette DEADLINES

Deadlines for the submission of advertisements and articles for *hackette* are the second Tuesday of each month. These deadlines coincide with the monthly general meeting of HACK for your convenience. Any other arrangements for delivery of material should be made by calling the editor.

ADVERTISING RATES

The following rates for commercial advertising in *hackette* have been set by the Executive:

	First ad	Following ads
Full page	$35.00	$25.00
Half page	$20.00	$15.00

Camera ready copy together with payment should be in the hands ofthe Editor by the deadline, the second Tuesday of each month, for the issue reaching members a week before the meeting.

AROUND THE BOARDS

with Paul Barber

When we use software on our home or office computer we don't usually have to concern ourselves with the matters of etiquette. Any mistakes we make present problems only for ourselves. A moment of frustration or silliness reflected in our text entry can be easily enough adjusted or removed without anyone else being subjected to it. On a public bulletin board, however, our actions become a matter of public record. The following guidelines may seem self-evident, but repeated bad experience has prompted the author to make BBS users more sensitive to the need for good manners in personal telecommunications. Give these points some thought before you or members of your household next use your modem.

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Ethics for BBS Users

by Steve King

The following are a few points of general BBS etiquette. If you wish to maintain your welcome on whatever system you happen to call, it would be to your advantage to observe these few rules. (Sysops - feel free to download this & display it on your BBS) [Paul's note: we feel confident that the author would also approve of us printing this here.]

1. Don't habitually hang up on a system. Every Sysop is aware that accidental disconnections happen once in a while but we do tend to get annoyed with people who hang up every single time they call because they are either too lazy to terminate properly or they labor under the mistaken assumption that the 10 seconds they save online is going to significantly alter their phone bill. "Call Waiting" is not an acceptable excuse for long. If you have it and intend to use the line to call BBS systems, you should either have it disconnected or find some other way to circumvent it. [Paul's note: ungracious exits temporarily foul up the BBS - they have to recycle before the next caller can get on, and occasionally cause a systems crash.]

2. Don't do dumb things like leave yourself a message that says "Just testing to see if this thing works". Where do you think all those other messages came from if it didn't work? Also, don't leave whiney messages that say "Please leave me a message". If ever there was a person to ignore, it's the one who begs someone to leave him a message. If you want to get messages, start by reading the ones that are already online and getting involved in the conversations that exist.

3. Don't use the local equivalent of a chat command unless you really have

some clear cut notion of what you want to say and why. Almost any Sysop is more than happy to answer questions or offer help concerning his system. Unfortunately, because about 85% of the people who call want to chat and about 99% of those people have absolutely nothing to say besides "How old are you?" or something equally irrelevant, fewer Sysops even bother answering their pagers every day.

4. When you are offered a place to leave comments when exiting a system, don't try to use this area to ask the Sysop questions. It is very rude to the other callers to expect the Sysop to carry on a half visible conversation with someone. If you have a question or statement to make and expect the Sysop to respond to it, it should always be made in the section where all the other messages are kept. This allows the Sysop to help many people with the same problem with the least amount of effort on his part. [Paul's note: it's always nice to say "Thank you" once in a while when logging off.]

5. Before you log on with your favorite pseudonym, remember that it is much nicer to deal with a person on a personal basis, and that everyone should be willing to take full responsibility for his actions or comments instead of slinging mud from behind a phoney name. [Paul's note: most local BBSs now don't allow you to use an alias.]

6. Take the time to log on properly. There is no such place as RIV, HB, ANA or any of a thousand other abbreviations people use instead of their proper city. You may think that everyone knows what RIV is supposed to mean, but every BBS has people calling from all around the country and I assure you that someone from Podunk, Iowa has no idea what you're talking about.

7. Don't go out of your way to make rude observations like "Gee, this system is slow". Every BBS is a tradeoff of features. You can generally assume that if someone is running a particular brand of software, that he is either happy with it or he'll decide to find another system he likes better. It does nobody any good when you make comments about something that you perceive to be a flaw when it is running the way the Sysop wants it to. Constructive criticism is somewhat more welcome. If you have an alternative method that seems to make good sense then run it up the flagpole. [Paul's note: this can also apply to hardware - you're pleased with your machine, someone else likes theirs just as much.]

8. When leaving messages, stop and ask yourself whether it is necessary to make it private. Unless there is some particular reason that everyone shouldn't know what you're saying, don't make it private. We don't call them PUBLIC bulletin boards for nothing, folks. It's very irritating to other callers when there are huge blank spots in the messages that they can't read and it stifles interaction between callers.

9. If your favorite BBS has a time limit, observe it. If it doesn't, set a limit for yourself and abide by it instead. Don't tie up a system until it finally kicks you off and then

call back with another name. This same rule applies to downloading or playing games. Only one person at a time can be logged on to a BBS and it isn't fair to everyone else if you overstay your welcome. Remember, a BBS is best when it can be left wide open. If you try and cheat the rules you just hurt everybody by forcing the Sysop to adopt more stringent policies. I can't count the number of systems that are now locked tighter than a drum because of people who cheat and abuse.

10. Don't call a BBS just to look at the list of other BBS numbers. Most especially don't call a system as a new user and run right to the other numbers list. It is courtesy to pay attention to what passes in front of your face.

11. When a BBS displays your name and asks "Is this you?", don't say yes when you can see perfectly well that it is misspelled. Also, don't start asking questions about simple operation of a system until you have thoroughly read all of the instructions that are available to you. I assure you that it isn't any fun to answer a question for the thousandth time when the answer is prominently displayed in the system bulletins or instructions. Use some common sense when you ask your questions. The person who said "There's no such thing as a stupid question" obviously never operated a BBS.

12. If by some chance you should encounter an error while you are online (Heaven forbid!), ALWAYS take the time to leave the Sysop a message describing the circumstances. Don't just say "There was an error". That is not helpful in the least. Chances are that he knows there was an error. What he needs to know is what you were doing when the error occurred so that he can have some chance of finding and correcting it. If the error happened after you input something, tell him what it was. Remember that a BBS can't improve unless you're willing to help.

13. Don't be personally abusive. It doesn't matter whether you like a Sysop or think he's a jerk. The fact remains that he has a large investment in making his computer available, usually out of the goodness of his hart. If you don't like a Sysop or his system, just remember that you can change the channel any time you want. Calling a Sysop names or making uninformed comments about his lifestyle only shows you for the child you really are.

14. Keep firmly in mind that you are a guest on any BBS you happen to call. Don't think of logging on as one of your basic human rights. Every person that has ever put a computer system online for the use of other people has spent a lot of time and money to do so. While he doesn't expect nonstop pats on the back, it seems reasonable that he should at least be able to expect fair treatment from his callers. This includes following any of the rules for system use he has laid out without grumping about it. Every Sysop has his own idea of how he wants his system to be

run. It is really none of your business why he wants to run it the way he does. Your business is to either abide by what he says, or call some other BBS where you feel that you can obey the rules.

Steve King is Sysop of Commnet-80 Riverside (714 359-3189)

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Thanks to The Memory Chip BBS (692-4993) Sysop 'Erick Ace' for providing us with this useful insight. He has offered to start an Apple/Mac area should there be sufficient interest. You may want to give his board a call.

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On the topic of BBSs with **Apple/Mac** interest areas, may I suggest you try these:

The GameBoard	689-3982
Remote A.E.	383-4981
Spys	662-6424
The Clone	547-0326

Buy and Sell areas (either private individual or commercial) are available on many boards, but among the most comprehensive are:

Compu Ad	549-7895
The Tardis	664-3900
Disk-covery	689-8101
High Density	945-4705

Teachers may want to try:

Renzo's Roost @ St.Lawrence School 529-7569

The Institution @ Westdale S.S. 529-1297

And for those of you interested in **MIDI**:

The Clone 547-0326

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Is there any interest in starting a Communications SIG?

... for those who have thought about getting a modem and want to know what they could do with it

... for those who have a modem and don't know what to do with it

... for those who are working with a modem and can't get it to do what they want

... for those who can do it all on a modem and would care to share their expertise

Speak up at the next meeting!

Roger Wagner on HyperStudio

Roger Wagner on HyperStudio from RTC on GEnie, December 4th, 1989.
Copyright 1989 GEnie

Q. Have you given some thought to developing a way to import [HyperCard] stacks from Macs?

A. Reading Mac stacks is very problematic. The first problem is the screen re resolution. Since the Mac has 400 vertical screen lines, converting the screen would leave out half the information, and I think the results would be judged almost worthless. Then, there's the problem that most Mac stacks take a lot of memory (2-4Mb) and a hard disk. This isn't very standard for the GS. Then, there's the problem of Xcmds in 68000 code on the Mac. Not very encouraging, I know. But hey, I think we should get all those Mac people to start asking, "why can't I run HyperStudio stacks on my Mac?". . . .

Q. What is the current version and price?

A. HyperStudio is $149.95, and is version 2.0. This includes 4 disks: HyperStudio (system disk w/ HS), HS.Demo (demo stacks), HS.Art (250+ clipart images), and HS.Sounds ("clip-sounds), and also the digitizing card and microphone. For anyone with version 1.0 or 1.2, they should already have received the 2.0 update.

The introductory price and configuration on HyperStudio was $129.95, and included the speaker as an "offer you couldn't refuse." However, that's a lot of product on our end at that price. When we put the price back to a more realistic level, we made the speaker optional since some people said they already had a speaker of some kind. There is still a coupon in the box for $9.95 for the amplified speaker for those who don't have an external speaker of some kind.

Q. Roger, when are you going to release a 'run-time version' of HyperStudio so that I can release my own stacks with a version to let others use it without HS?

A. Good question! Basically, our first priority was to get the software finished. Now that this is done, I have talked to the authors about a run-time module. This will take a little while to finish up, but shouldn't take very long. I'm hoping within the next month or so.

Q. Could you tell me a little about Xcmds, and how they integrate with HyperStudio? (from a programmer's viewpoint)

A. Sure! The theory of operation is really simple: When HS loads any particular stack, it also looks for a file in the same directory as the stack named HS.XCMD. If it finds it, then it loads it into memory. Part 2: When a button is created, you can link the button to the Xcmd function, and define a string of text that will be passed to the Xcmd code when that button is pressed. Every button can have its own command string. Now, when the user clicks the button, HyperStudio calls the loaded code segment, and passes to it a pointer to the command string. It also passes a list of entry points for some basic HS functions, such as move to next card, previous card, find card #, find text, refresh screen, etc. When the Xcmd finishes, it returns via an RTL to HS, which continues with whatever it was doing. The only requirement for an Xcmd is that it be able to pick up the X and Y regs for a point to the table of other pointers. Thus, you can write Xcmds in assembly language, C and Pascal. Ron and I are also going to discuss what needs to be done to make Micol BASIC a viable language for Xcmds.

Q. Are they dynamic? How well does it run over a network? Does HS go back to the disk often (enough to aggravate :)?

A. The commands are not dynamic, and one of the nice things about HS, as with many of our products, is that it is not disk-intensive. Once in memory, that's it. Only loading another

stack needs the disk. HS runs very well on a network, and there are several schools that I know of currently running it with AppleShare.

Q. When programming the Xcmds (I use Pascal), are special headers needed, or do I write it using guidelines laid out in the manual (maybe I should buy it before I ask :-)?

A. I haven't written the Pascal Xcmds myself, so I can't tell you exactly. I did just receive a suite of sample Xcmds from Ken Kashmarek, that provide new versions of Eric's Exerciser in Merlin assembly, APW assembly, APW C, APW Pascal, and TML Pascal. I do know that Pascal takes some special handling for things like dialog boxes, etc., but no more than for any other GS program using the language. These files will be available on Call Apple's Apple Crate after the next issue, where they will be the subject of an article, and I assume they'll be available here also.

By the way, I should mention: for those familiar with the current Xcmd setup, (you can only have one Xcmd per stack), Ken Kashmarek is also working on an Xcmd disk (separate product) for those interested in this, that will have a "master" Xcmd loader for using multiple Xcmds in a stack, plus a number of new Xcmds for things like reading CD-ROM discs, more SHR tricks, and some other goodies.

Q. When will we see an 8 bit version of HyperStudio?

A. Sorry to say, not likely. HS is designed to really make the GS stand up and salute! The limited memory in the IIe and lack of sound abilities are a problem. However, if an industrious software author came to me with something that looked promising, I certainly wouldn't turn it away! (hint, hint)

Q. Roger, what would you think about expanding HS to allow multiple palettes per screen, so we aren't limited to 16 (dithered) colors?

A. Well, here are the problems: at the least, we can't put two palettes side-by-side. That's a hardware limitation. Vertically, we could have 16 palettes on the screen, but managing these might be very confusing for the average user. I would be more interested in supporting 320 mode graphics, but maybe there's some interest in multiple palettes on the same 640 screen.

Q. A recent MacUser which mentioned that Apple might release a HyperCard for the GS. Can you please fill me in on the advantages of Hyperstudio over Hypercard?

A. I obviously can't say what HyperStudio might do differently than a hypothetical Apple product, but I can compare HS to HC on the Mac, at least to a small extent. HS is not an HC clone. I deliberately started with a blank piece of paper without even reading about HC or looking at the program, and asked myself, "what should hypermedia on the GS be like?" My first concerns were for ease of use on the level of a Print Shop, good graphics, and very importantly, a way to instantly add a sound to a stack someone was creating. In many ways, the digitizer card was really the start of HyperStudio. After the basic outline was done, I contacted Apple to see if it was ok to use words like "stack", "home card", etc. in the interest of making it an easy transition for those who had used HC on the Mac. They said ok, and the Apple user interface itself creates some more similarity.

Here are the basic differences: HC is much more database oriented than HS. We don't particularly try to do card sorting, calculations, etc. HS, on the other hand, is much better at doing things like sound and animation. In general, many of the things that would be add-ons in HC are built into HS. For example, the sound recording part, laser disc control, touch screen drivers, animation - all those would require purchasing $100's worth of extra programs and hardware on the Mac. Many people ask about scripting in HS. We deliberately made HS "auto-scripting." That is, connecting buttons, attaching sounds, animations, and so on all happen automatically as you add objects, and select actions from menus. This creates an environment where

you can do things very quickly without having to do a lot of detail work.

People I've talked to that have used both HS and HC have said that HS is much easier to create things in. If you do want to do advanced programming things, the Xcmd ability in HS opens a door to a wide variety of extensions and special functions. As came up earlier, I think you can also imagine what HC on the GS would likely to be. Apple would be under a burden to make the GS HC as much like the Mac as possible. If you've ever seen very many ports, you know that this usually compromises the destination product. A Mac without 2-4Mb and a hard disk isn't even a real Mac by current standards. Most GS machines would have a hard time easily (comfortably) running Mac stacks with the typical GS setup. On the other hand, HS runs very well on a standard GS, and if our run-time package does what I think, I believe you'll be able to run some stacks on a 768K machine. Are there any particular areas I haven't covered that you have questions about (sorry to be so long in the answer)?

Q. My question is about HS and sound and Midi. Any chance of updating the Sound Shop program to support more formats? Also, any plans for future Midi support (ala Audio Animator)?

A. The 2.0 version of Sound Shop does support more sound file formats than 1.2, so for example, Sonic Blaster is now supported. We are working on a new version that will support compressed (ACEd) files, so that will be coming also. Midi is very interesting to me, and we bought a midi keyboard and interface in hopes of adding some support for that. In fact, the author of Sound Shop was originally working on Midi things when I distracted him with HS. I hope we'll be able to do something with this, but it may be a little later. I haven't seen Audio Animator, but if you want to swap another HS, maybe we could get Dave working a little sooner!

Q. What are the limitations of Xcmds? Could I write a stack to backup hard drives using multiple Xcmds (when that's available)? I've also got a general question about interfaces, but I'll come to that in a minute.

A. Xcmds are essentially your own program, and so have almost no limitations per se. How much is appropriate to do within HS is another matter, but there's no reason I can think of.

Q. This is kind of general, I've used "hypermedia" very little, but it seems to me that it is in conflict with Apple's Human Interface Guidelines. I use HyperScan on a Mac II the other day and it took me a few minutes just to figure out how to scan something. Is Apple pushing HIG or Hypermedia more? Does anyone understand what I am trying to say?!?!

A. Yes, I understand exactly. Bruce Tognazzini, father of the HIG had an article in the last Apple Viewpoints about this very topic. The HyperCard and HIG interfaces are different. I personally have some gripes about HyperCard, for example auto-saving while you just want to experiment with what's on the screen, and I specifically tried to be closer to the HIG design than HC. However, what you're getting at may be more generic, that is, the basic differences in program design. I don't think that HC or HS has to be the only way to create programs in the future. HS certainly isn't the ultimate shell for communications programs, spreadsheets, etc. HS is best used for what it is best suited for: communicating ideas and information, and also just plain having fun with the computer.

Q. Will a future version of Hyperstudio allow the creation of animation files (Paintworks-type)? Also, wouldn't you like to go to the trouble of allowing Fantavision GS movies to be imported? :-) Would these require too much memory?

A. As you know, HS can currently create animations within the stack, but you're right, it doesn't save the final output as a single file that could be moved around as a single unit. It's funny you mention Fantavision GS - I was talking to Scott Anderson, author of FGS

today, and he's very interesting in working with us in this direction.

From our discussions today, the main problem is that FGS is 320 mode, and HS is 640. He thinks a 640 mode of Fantavision is pretty easy. If so, then we could have something like this very soon. Also, with Xcmds, I don't see why we couldn't play 320 mode Fantavision files pretty easily.

I just realized - with the HS Xcmds being able to move to next card, etc., it seems this would be a very easy Xcmd to create. Not all Xcmds have to be used by the final stack user, there's no reason Xcmds couldn't be used as utilities within HS itself by the stack creator, kind of like Xmcds. I suppose an NDA could also do this, but I think this is something an Xcmd could do better because of its access to internal HS routines. By the way, I want to say - I think Xcmds are an area that could really blossom with a place like A2Pro. We provide the source files for everything on the disk in the hopes that people will modify them. Please feel free to enhance the source we provide, and post your improvements here. For example, surely some of you could improve the slide show command to show a single picture by name?

Q. Has HS turned out the way you first envisioned it? What is better than you first thought possible? What would you like to improve?

A. A very nice and insightful question. Believe it or not, I was really surprised myself by how well the program turned out. You know, you have a certain idea when you're outlining things, but the final parts of the product fit and worked together so well, I was pleasantly surprised by how much you really could do with it. Best of all, I think that think that it is really great to have a program that can actually change the way people think of the GS in a positive way. There are areas I would like to improve. I want to continue the idea that everything can be chosen from menus and done quickly and easily, while still adding more options and features. We want to add, for example, a lot more options in the Button Actions dialog box. The big question is not writing the program itself, but rather what kind of user interface will still let 1st graders use it (yes, they are!), and advanced users too, all feeling like the program does what they expect it to. Suggestions and ideas are welcomed!

Q. Is there anything that you might have not spoken about yet?

A. I think I've covered a lot. I've made a list of about 150 items that *could* be added to the software. It all comes down to trying to give them priorities, and the task of trying to figure out which ones will help the most people first. We really would like to do a 320 mode, and I want to add more drivers for video discs, and also make some of the more subtle procedural operations smoother. And, of course, we'll try to make it easier to edit the functions of existing buttons, although it is true that you can delete and recreate in literally seconds. There's a funny moral/ something here, by the way. It's easy to get spoiled with computers, always wanting them to do more and faster. However, with more and faster, most of the time, what you're already doing gets slower in the process, while the computer has to think about (and use up memory) with the fancy stuff. I've noticed that as the hardware to handle graphics word processors gets faster and more memory, my old Apple II+ word processor, the Write Choice, is now blindingly fast and efficient. In terms of actual productivity, sometimes simple is actually more productive. Next time you're doing something in HS, and wishing it was faster, try an experiment and actually time how long whatever it is takes. My guess is it's only a few seconds. Maybe all of 15 minutes to create an entire stack if all the graphics, etc. are on hand. Would doubling the size and making the software disk intensive be worth a few extra features? Sorry to get out the soapbox. Didn't really mean to, but it is something I think about in trying to balance everything for the best final product possible.

Permission is granted for users groups to reprint this transcript in its entirety, provided that this

notice is included.

[I hope that this meant that I could cut it shorter, and that "entirety" meant that I could–if I wanted to–use all of it. I've cut out a good 30% of it unfortunately the humour, the names of the guests, and programmers details for Xcmds . If anyone wants to know what is missing, ask and I let you read the disk - Donna]

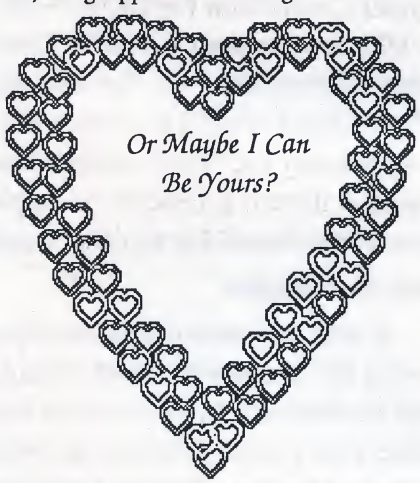
To sign up for GEnie, follow these simple steps:

1. *With your computer and modem, dial 1-800-638-8369.*
2. *When you connect, type HHH and hit the RETURN key.*
3. *The computer will type U#=. You respond with XJM11706,GENIE.*
4. *Now answer the questions and you will be able to use GEnie the next*

working day. Be sure to have a credit card or checking account number handy when you sign up.

❤ THIS ISSUE ❤

Artwork in this issue is done with SuperPaint 2.0 (the draw part). It makes a mathematical drawing - you can tell in the "hack" Apple on the front if you compare it with January's Apple - all curves - and laser fonts. The little hearts and arrows are called Zapf Dingbats. PageMaker is the layout program, AppleWorks the word processor, printed to disk as a text file, using Apple File Exchange to translate it.



AppleWorks 3.0 Problems

William Marriott of Claris Technical Support answered some questions about AW 3.0 bugs in A2-Central on disk and in AppleWorks Forum.2. I have taken points from his article, and added more of my own. *- Donna*

Mouse with AppleWorks

AppleWorks never truly supported the mouse. Earlier 'addon' programs such as MacroWorks (for the 1.x versions), Super MacroWorks and TimeOut UltraMacros for (2.x versions) could modify AppleWorks by giving it abilities such as 'mousing' through the menus, time and date on command, screen saver, customized beeps and return figures, and key gathering. For AppleWorks 3.0, you need the latest version of UltraMacros which our Beagle Buddy will be glad to update if you haven't done so already. It is the one program I would hate to be without. Runs around $40 US from various mail order.

Accelorator Cards

The slower cursor of AppleWorks 3.0 blinks at the same rate on all computers now. It was adjusted because sometimes the blink was so fast it could hardly be found.

Progress Bars show you how much of a task still needs to be done—loading, printing, spell-checking, etc.

No-Slot Clock

AppleWorks 3.0 uses the IIgs clock, displaying and stamping files, but the Applied Engineering clocks , for example, will not display the time until this latest version of ProDOS is patched. Applied Engineering is making such a patch, but until it is ready you can follow this procedure to get your clock going.

(1) Copy the ProDOS from your older version of AppleWorks onto a newly formatted disk.

(2) Copy your old 'Clock Driver' program

(3) Copy the remaining files of AppleWorks 3.0 from the Startup disk onto your disk.

These directions are correct whether you use a 5 1/4 or 3 1/2 inch drive.

Large Data Files

(1) **Files of 40–55K and a 128K Apple.**

AppleWorks 3.0 uses 16K more memory than the earlier versions of AppleWorks, which would allow you a desktop or single file of 55 or 56K (30–40 pages) on a 128K Apple II. If files are between 40 and 55K, you will have to get out your old version of AppleWorks and divide the files, moving the sections through the clipboard, into two files, both smaller than 40K.

(2) **Files larger than 136K and an expanded Apple**

You may have extra memory from Applied Engineering or Checkmate which allowed you to make files larger than 136K by segmenting them for you. Both manufacturers promised to update their software for AppleWorks 3.0. But in the meantime, use your older copies to divide the files into manageable chunks.

William Marriott suggests the possibility of buying a hard drive or an 800K 3.5 inch disk drive. The //c needs a "Unidisk" if you want an 800K drive, although the other II's have the choice of a cheaper models other than an Apple 3.5 disk. A 40-meg internal hard drive by Applied Ingenuity—exchange it for your built-in one—is available now for even the supposedly unexpandable //c for $850 US. Other II models have a lot to choose from.

This might be a good time to suggest you cultivate a local store that you can talk to and bargain with. I was able to have my motherboard changed free for my old model //c when I purchased the Unidisk from Computer Connection for $509. This was about $90 cheaper than Arkon in Toronto. Computer Connection was the only store that investigated and offered to do this in Hamilton. Apparently the "free" mother board exchange is done if a Unidisk or Apple Modem is purchased for an older model //c.

Printer Installation

If you followed the instructions - removing the Imagewriter and adding an Epsom or whatever - you probably have installed your printer correctly according to directions. However there is a real bug here that was discovered after Claris shipped

AppleWorks 3.0. For the most reliable printer setup, do not remove the ImageWriter from the printer list. Recopy the AppleWorks program disk and add the Epson printer to the printer list. Your printer should then work properly. Or use SuperPatch 6.1 - review is starts page 14.

A Brother printer gives double-spaced output when single-spacing has been specified after correctly set up in the menu because Brother printers may interpret the return character at the end of the printer code as a printer command. If you get double-spacing from your printer, enter the code for 10 characters per inch without the return character. If that doesn't work, remove the codes for 10 characters per inch and 6 lines per inch altogether.

A Panasonic printer may put a zero at the beginning of every line. The AppleWorks print driver uses CI codes that do not work well with some models of Panasonic printers. The solution is to use the following codes, found in the "PRINTER CODES" database on the sample files disk:

10 cpi Escape P Control-A

12 cpi Escape P Control-@

Be sure to view this database in Single-Record layout.

Pages A-9 through A-12 of the AppleWorks Reference manual give instructions for entering the codes.

Headers and Footers

After adding a header to an AppleWorks word processor document using different tab settings than those used in the body text, the first page prints properly, but subsequent pages use the header tab settings for the body text. The header resets the current tab settings whenever it prints. For example, you might set up a header with only one tab stop, a center tab, for the page number. The body of your text might use a more complex tab setting like a table. On the second page, the header is correct, but the table tab setting is gone. The work around here is to have two separate rulers for your body and header, inserting the ruler for body text before the Page Header End command.The **limit to headers and footers is 9 lines**, in spite of what the manual says.

More than one copy of a Data Base report several pages long does not print correctly beyond the first copy. William Marriott suggests to either print the report to clipboard and then move it to the Word Processor, or copy it to a new spreadsheet document. There is a patch in SuperPatch to fix this bug.

FastCopy program, included with AppleWorks 3.0, will only copy 'write-protected' disks. If FastCopy doesn't work with your drive (after trying a heavier, non-metallic tape), try Copy II+, ProDOS Users Disk, //c Utilities or TimeOut FileMaster.requires you to write-protect your source disks (the disk you're copying information from.)

Three-across labels leave and empty line when printed. This only works when all

entries on that particular line are blank. Sort your database so that all odd number lines are together. This minimizes the problem. One-across labels always omits empty lines

Parentheses in calculated fields

The manual incorrectly states that AppleWorks 3.0 follows algebraic rules for evaluating calculated database fields, and allows parenthesis in those fields. Calculated fields behave in exactly the same manner as they did in AppleWorks 2.1. The formula must be arranged so that it does not contain include parenthesis.

Open Apple-Tab moves the cursor to the previous tab stop in earlier versions of AppleWorks. Open Apple-Tab in AppleWorks 3.0 moves the cursor forward to the next tab stop. The quick reference card says Open Apple-Tab moves the cursor to the previous tab stop. This is an error. The author of SuperPatch has created a patch that will make AppleWorks 3.0 function the same as the earlier versions. If you do not wish to patch AppleWorks, use Open-Apple Left Arrow.

SuperPatch 6.1:

A Review

John Link is the author of this BASIC program that does all sorts of weird and wonderful patches to both AppleWorks 3.0 and 2.x (i.e., 2.0 and 2.1).

What can it do? For AppleWorks 3.0 Link's list is formidable:

➪ installs date/time display, any ProDOS clock.
➪ changes date separators to '.' or'-'.
➪ allows use of slot 1/2 printers with slot 1/2 disk drives.
➪ installs mouse text version of 'Type number or use arrow keys...' message.
➪ customizes vertical elements in menus.
➪ customizes topline display in DB.
➪ customizes bottomline display in DB and SS.
➪ prevents AW from knowing it is running on a //gs.
➪ defeats oa-H automatic form feed.
➪ <cr> selects type-in directory change, open-a + <cr> selects point/shoot
➪ changes 'Path:' or 'Subdirectory' to mousetext file folders.
➪ changes 'Disk:' or 'Disk volume:' to mousetext symbol.
➪ disables all sorting in file displays (uses disk order).
➪ changes the order of sorted file displays (AppleWorks documents only).
➪ installs SuperPatch blister (or *double* blister) quit.
➪ changes default printer option in SS and DB to print no report headers.
➪ locks out changes to standard settings.
➪ locks out quit option (forever AppleWorks!).
➪ customizes 'Desktop Index' display.
➪ customizes dividing line in 'Desktop Index'.
➪ changes 'no files on DT' to 'Tragically empty'.
➪ changes 'More' to two mousetext arrows.
➪ clears all screen messages in the middle upper screen.
➪ installs Diablo 630 printer driver (compatible with LaserWriter).
➪ installs custom 'File:' message.

Improvements are seen in the following services

➪ installation of date/time display on the //gs Control Panel.
➪ changing of error tone continuous
➪ displaying of desktop space
➪ more choices of mouse characters in menu selections
➪ column underline character in DB reports can be customized
➪ dates can be automatically installed in DB reports
➪ restriction of desktop expansion into slinky type/ram cards
➪ changing of <cr> character to any mouse text character.

But this list doesn't mention that the date and time can be supplied cleanly—without extra characters—if you have a clock in the centre top line of the screen. This is perhaps a better spot than the lower right hand corner - where you may prefer to always see the size

of the desktop. On small desktops this information will perhaps prevent files from coming too close to that critical point when they are too large.

The ImageWriter I can be erased cleanly from SEG.ER and your own printer added without problems (even an ImageWriter I that gives foreign letters, or slashed zeros). If people took out the ImageWriter I to add several of their own printers, the one that occupied that spot never worked correctly.

Slinky cards (Apple Boards and Ram Factor cards move the memory along like a 'slinky') were recognized by AppleWorks 2 and 3, and allowed it to fill the complete Ram. Some people like to have two programs ready at once. There is a patch that will prevent AppleWorks from taking all the memory for a desktop.

AppleWorks 3.0 recognizes and hogs all memory, even that which is on the 'bankswitched cards' such as MultiRam, RamWorks and Z-Ram, for example. Unfortunately the patch won't help here, but - good news - there is a patch that came in on the A2-Central disk this month by Dave Gair. Perhaps someone from the AppleWorks SIG would like to test it for me.

The patches are easily done. The opening menu collects all the characteristics of your setup - ProDOS compatible clock, Desktop size, Slinky Card? - and then allows you to patch each file of AppleWorks that applies. The program checks your answers against what it finds, if you ask for something unsuitable, it will tell you. If by chance you do manage to get a wrong patch on, in nearly every case, it can be undone. There are a few that may cause you to start over (with fresh AppleWorks patched with UltraMacros and Timeout) so have several copies ready until you have one just right.

From Quality Computers $39.95 US,
National AppleWorks Users Group $25.95 US

-Donna

RepairWorks:
A Review

Last month I appealed for help in fixing files, particularly AppleWorks files that seemed to be unrecoverable. Almost immediately afterwards my HACK members file would no longer come out. Since the Valentic's were trying to update and check their file with mine, it was very inconvenient. But I have more in my file than they have in theirs: I have Judy Pineo's new address and telephone, and Mosche's new address, and a few people who hope to join and would like a copy of hackette next time we publish.

I tried first of all to load this Database file to AppleWorks as an ASCii file, but all I got was a 1K file with only the headers in it - no data. Out of desperation I phoned the National AppleWorks Users Group. They advertised a program called RepairWorks by Gary R. Morrison. The program arrived and I tried it immediately and recovered the file.

Its specialty is fixing Database and Word Processor files, particularly if the directory is undamaged. If the information about the index block, or in the index block, or the directory block itself is damaged, then RepairWorks cannot recover the disk. Fortunately there is a good chance that the damage is caused by electrical fluctuations, faulty memory chips, or faulty (slow) disk drive. Fortunately RepairWorks can fix these. If there are bad blocks in the middle of your file, Repairworks can recover the remaining data.

The procedure is simplicity itself. Put a copy of RepairWorks in one drive - Ram drive, Hard disk, 3.5 or 5 1/4 - and the disk with the damaged file in the other. (If you have only one drive, it will prompt you to change disks.) Boot up Repair-

- continued page 2

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